

# IMPASSABLE

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## STANDBYS

A few standbys are needed for next issue. Since Callhan missed himself, we are removing him from the stand-by list (standbys must be reliable). Thus:

Will Kador standby for Italy and Crowley for Russia in 1973BU?

Will McIlvaine standby for Austria in 1974HY?  
~~Last, will Parks standby for France in 1975GS?~~

Current standings:

Fujihara	Malkus	Birsan*
Zimmermann	Gemignani*	Baker
Keller	Kelly*	Oops, Kendter*
McGee	Swies*	fits in after
Brooks	Cooper*	Kelly!
Kovalcik	Peluso*	Kador*
		Crowley*
		McIlvaine*

Put Parks back on top!

## DEADLINE

The deadline is no longer August 22 as it is being pushed back to August 29th. I don't think I'll really be able to publish that soon after the DipCon (especially with the recent experience of going away the two weekends to South Jersey and Balto!). Also, a few of our players will be going to Chicago, and for all of us, it would be best to wait. So, the new deadline for all games is:

FRIDAY, AUGUST 29, 1975

Note: Anyone from east of Harrisburg, Penna. who wants to go to Chicago for DipCon, call me by phone A.S.A.P. We have a spare seat, as well as a room needing a third party.

## NEWS AND IMPASSABLE POLL RESULTS

First, the results of the poll which appeared in last issue.

Question #1 asked about "features" in Impassable and had it rated from 10 high to 1 low. The results are given in mathematical averages: Neat printing--8.31, The games and gamesmastering--7.64 (players only), Regularity in appearance--7.37, The contents--6.95, and It is cheaper than most--4.33.

My belief is that the last was not asked properly, the question was, is this gamezine cheaper, cost-wise, than others? Four did not respond and others responded in a fashion which was confusion tantamount.....

Question #2 asked for a listing of those zines which you thought were superior to Impassable. Again, the results might have been marred in that people did not know I meant superior in overall terms. What I got was that 21 gamezines/genzines were superior to Impassable--in some way or another. Those with the most mentions included Diplomacy World, Runestone with an equal number as for Runestone stating that Impassable had no superior! Gee, that's nice, guys!

Question #3 really didn't solve things as there wasn't any clear majority for any of the alternative "futures" for Impassable. In fact, the highest response was for keeping Impassable as it is! This was 7.42, on a scale of 10 high, 1 low. The next highest was to put Impassable on a monthly basis and keep everything together--6.05. The other two alternatives did worse at 5.50 level.....

Question #4 asked for approval ratings of the various content features of Impassable. In order from high to low: Hobby News--8.24, Dippy Articles--7.84, Zine Reviews and openings--7.58, History Articles--7.47 (this was higher than I thought!), Letter Column--6.50, Jokes and quotes--5.89, Front Cover artwork--5.33, Serials and stories--5.33, Non-hobby articles--5.06, and Puzzles--4.67. Several wrote in the variant games--a feature which I overlooked! I will keep this in mind when setting priorities in issues with too much stuff to use or when I have too little time to type all.

(cont. page 8)

# EFFECTIVE INTERPERSONAL

INTERACTION IN DIPLOMACY.....BY Ron Stephens, Ph.D. in Diphobia and Dipmania

While the title of this article is somewhat tongue in cheek, I think there is a lot more to effective diplomacy in Diplomacy than is usually credited. What I have to say here is predicated on several sets of assumptions.

First, most of us are territorial in some form or another. Diplomacy, as a simulation game, serves as an excellent expression of our territoriality. For example, players tend to invest their home supply centers with greater value than other centers. Further, a player for England tends to regard occupation of Norway as necessary to his survival, as his traditional territory. Likewise, Russia so regards Sweden, Turkey-Bulgaria, Italy-Tunis, Austria-Serbia, Germany-Netherlands-Denmark, France-Spain-Portugal. If denied these so-called Territorial imperatives, players react with anger, frustration and hostility.

Second, as an expression of territoriality, the game demands a corollary investment of individual player ego. As each player seeks to expand his personal game "space," tensions develop in the game and competitive reactions are triggered by real or imagined threats to game "space" security.

One one level, Diplomacy can be a particularly destructive pastime in that it fosters mistrust between individuals. However, this can be viewed as an asset in that a healthy sense of mistrust or skepticism is a more effective tool for making one's way in the world than is "blind trust." Thus, the game can be seen as an exercise in viewing other players realistically and accepting conditions as they are rather than as one might wish them to be. This would allow one to escape disillusionment of what Enid Bagnold in The Chalk Garden described as "...expecting from life what life won't give us."

From the operational base described, a player may begin to manipulate a game of Diplomacy to deliver the "gold stars" (i.e. strokes) that he wishes to receive. Players get their "gold stars" from such sources as: 1.) tactical success, 2.) diplomatic success, 3.) letter contacts with fellow hobbyists, 4.) game press, 5.) release of emotions, 6.) acting out fantasies, etc., etc., These are all healthy outlets in my opinion as long as "game stars" do not outweigh the value of "life stars" in the mind of the player.

In addition, a number of excellent skills can be acquired and practiced in Diplomacy. Foremost among these, I believe, is the establishment of trust relationships in an atmosphere of extreme pressure to sacrifice trust and betray another player to achieve game success. In this respect, perhaps, Diplomacy is a microcosmic view of one aspect of living in a technological-urban civilization where human values are often relegated to secondary priority in favor of more visible material measures of success.

The skill of clear communication in reading and writing is included in Diplomacy play. For example, you can tell when another player is deliberately obfuscating or is clearly misinterpreting his intentions or those of others in letters to you? Can you communicate your own sincere desire for an alliance, an objective et. al. to another player in clear, non-threatening terms that will be understood and accepted by him?

The comments on clear communication suggest a further skill to be used in this game: the ability to be non-threatening. It is axiomatic that others will be much more prone to allow you to infringe on their "space" if they see you as being non-threatening and relatively inoffensive. The reverse is true as well, that the more aggressive and threatening you seem, the more other players will react to you with hostility and as a threat. This has nothing to do with the abused and misused concepts of strength and weakness as a player! It would seem to me that a strong player is one who is successful in achieving his ends in the game. I suppose for most of us that means that the test of being a strong player or a weak player boils down to whether you win or lose the game.

There are always exception to every rule, though. One of the more notable occurred in a recent game where I had negotiated two mutually exclusive alliances. In gaining both, I chose the more advantageous and communicated my decision to the rejected ally. Instead of valuing the communication for its directness and openness, the rejected ally responded abusively by return mail. I was left with the distinct impression that this player would rather have been betrayed in a game "stab" than have advance information to use in planning. Somehow, this violated the individual's "game" rules for the game in progress. I suppose this serves as an illustration that no matter how often you think you may have people "figured," there is always going to be someone around to throw all your estimations.

(cont. on page eight)

1970BJ, AUTUMN & WINTER 1916

EUROPE TAKES A BREATH FROM HEAVY FIGHTING!

Error: Austrian A War-Liv failed to move and was forced to retreat.

Autumn 1916: Austria: NMR. GM called, but no answer. GM retreats A War OTB. Italy R A Bur-Par.

Winter 1916:

AUSTRIA(Beyerlein): SP, lost 1 Aut '16

GERMANY(Mahler): B F Kie

ITALY(Phillips): B A Rom, F Nap

RUSSIA(Kelly): B A StP (had only a shortage of one unit)

SPRING 1917 Orders due Friday, August 22, 1975 at noon, E.D.S.T.

Winter 1916 Positions:

Austria: A Mos, A Ukr, A Rum, A Gal, A Gre, A Pie, A Tri, A Tyo, A Alb (9); Germany: A Den, A Ruh, F Kie, A Bur, F Hol (5); Italy: F Iri, F Eng, F Bel, A Pic, A Par, A Mar, A Ven, A Rom, F Nap, F Apu, F Adr (11); Russia: A Arm, A Con, A War, A Liv, F Edi, F Swe, A Lon, F Nth, A StP (9)

1971Dbu, AUTUMN & WINTER 1914

GERMAN SHIP BUILDING INDUSTRY WORKING HARD!!

Error: Austria didn't own Tri and thus has only 9 centers which means he stands pat.

Note: Michael Rocamora has offered to stand-by for this Youngstown variant! That's a warning to all of you!

Autumn 1914: Italy retreats Fleet Mid-Por, F Mal-EIn

Winter 1914:

AUSTRIA(Tilson): SP

CHINA(Swies): B F Can, F Pek

GERMANY(Proujansky): B A Pos, F Kie, F Ber

ITALY(Osmanson): B A Nap

JAPAN(Drews): SP

Vote on Draw: Defeated. Only 1 yes vote from Japan.

SPRING 1914 Orders are due Friday, August 22, 1975 at noon, E.D.S.T.

Winter 1914 Positions:

Austria: F Con, A Rum, A Bud, A Glu, A Bul, A Ank, A Jor, A Tur, A Sev (9); China: F Mid, F SPa, F Sch, F Sia, A Kan, A Tib, A Cal, A Del, A Bma, A Thi, A Sha, A Skg, F Can, F Pek (14); Germany: F Lvp, F Nwg, A StP, F Eng,

F Bal, A Lon, A Bur, A Tyr, A Vie, A Ukr, A Mos, A Liv, A Gal, A Oms, A Afg, A Bre, A Pos, F Kie, F Ber (19); Italy: F SAf, A Egy, A Spa, A Tun, A Ven, A Tri, F Ara, F Mad, F Jav, F Wes, F Aeg, F Eas, A Apu, F Ion, A Mog, A Nap, F Por, F EIn (18); Japan: F Mal, F Cel, F SPa OBB, F NPpa OBB, F NPpa, A Sib, A Omo, A IMo (8).

1972BW, FALL 1917

NATIONS OF EUROPE ATTEMPT TO BUILDUP FORCES!

COA: Bill Abbott, eff. Aug. 26, 2812 Kibby Rd., Jackson, MI 49203.

Fall 1917:

FRANCE(Kelly): A Mar-Pie, A Bur-Mun, A Ruh S A Bur-Mun, A Hol S A Ruh, F Hel S F Nth, F Nth H, F Nwg S F Bar, F Bar H, F Tus-Rom, F Tyn S F Tus-Rom

GERMANY(Davies): A Swe S Rus A Den, A Ber S Rus A Kie

ITALY(Swies): F Tun S Fra F Tyn

RUSSIA(Knudsen): A Pie-Tus, A Mun S A Kie, F Aeg-Ion, F Nwy-Bar, F Ska-Nth, A Kie S A Mun, A Sil S A Mun, F Bal S A Kie, F StP(nc) S F Nwy-Bar, A Den S A Kie

TURKEY(Abbott): A Ven S A Nap-Rom, A Nap-Rom, F Apu S F Ion-Nap, F Adr S Rus F Aeg-Ion, F Ion-Nap, A Boh S Rus A Mun, F Gre S Rus F Aeg-Ion, F Smy-Eas/nsu/, A Con-Bul, F Eas H/u/

WINTER 1917 & SPRING 1918 Orders along with Draw vote (effective Winter 1917) are all due Friday, August 22, 1975 at noon, E.D.S.T. (Draw called by France for all players)

Fall 1917 Supply Center Chart:

France: Hom, Bel, Spa, Por, Hol, Lvp, Lon, Edi (10) SP

Germany: Ber, Swe (2) SP

Italy: ~~Mal~~, Tun (1) SP, lost 1

Russia: Hom, Nwy, Rum, Bud, Vie, Mun, Den, Kie (11) SP

Turkey: Hom, Gre, Bul, Ser, Tri, Ven, Rom, Nap (10) B1

1973AYec, SPRING 1728

OTTOMANS BURN VIENNA TO THE GROUND!

Note: David Kadlecsek (address last issue) is the new player for Spain (or what's left of it.)

Note: I apologize if my comments made Austria to seem a fool in not catching my errors. Peace.

## Spring 1728:

AUSTRIA(Ball): A Han-Hol, A Bra-Pom, A Pos S  
A Kra, A Kra S A Pos, A Mil H, A Vie S  
A Bud/r/(Tyr, Boh, OTB), A Ven S A Vie,  
A Bud S A Vie, A Boh S A Vie/nsu/, A Mor  
 S A Vie, A Gal H/u/

ENGLAND(Hubbard): F Por-Mid, A Sev-Por, F  
 Gib-Sev, F Nth-Nwg, F Sco(ec)-Nth, A Chr  
 S F Ska-Got, F Ska-Got, F Got-Bot, F Den-  
 Bal

FRANCE(Drews): F Bar-Tun, F Mid-Bar, A Mad H,  
 A Gra S A Mad, F Lyo-Sar, F Bor(sc)-Lyo,  
 F Tou S F Bor(sc)-Lyo, A Sav H, A Rhi H,  
 A Net H

OTTOMAN EMPIRE(Osmanson): A Cro-Vie, A Mol-  
Gal, A Wal S A Cro-Vie, F Nad S A Cro-  
 Vie, A Tra-Bud, F Nap H, A Ser S A Cro-  
 Vie, A Kub-Cau

POLAND(Swies): A Pru-Pos, A War S A Pru-Pos,  
 A Lit S A War

RUSSIA(Monahan): A StP H/u/, A Var S F Sto,  
 F Sto H, A Kie-Ast, A Mos S A Kie-Ast,  
A Est-Kie/nsu/, A Arc-StP

SPAIN(Kadlecek): F NTy-STy, F Tus-NTy

AUTUMN & FALL 1728 Orders are due Friday,  
 August 22, 1975, at noon, E.D.S.T.

1973BU, SUMMER & FALL 1920

## CONFUSION STILL REIGNS IN RUSSIA!

COA: John Hendry, till Labor Day: c/o Foot-  
 ball Office, Boyden Gym, U. of Mass, Amherst,  
 MA 01002, then eff. Labor Day it will be:  
 101 Thatcher Hall, U. of Mass., Amherst, MA  
 01002. ALSO: Walter Blank is back at: RFD 1  
 Box 181, Ontario, WI 54651.

Standbys are requested, see front page.

Summer 1920: Tur R F Tyn-Nap

Fall 1920:

AUSTRIA(Tonnesen): A Rum-Ukr, A Vie-Boh, A  
 Tyr S A Vie-Boh, A Gal S Tur A War-Sil

ENGLAND(Greenwell): A Lvp-Wal, F Iri-Eng,  
F Tyn-Ion, F Wes-Tun, F Naf S F Wes-Tun,  
 A Spa H, F Swe-Bot, A StP S Ger A Pru-  
Liv/nso/

GERMANY(Barents): A Pru-War, A Sil S A Pru-  
 War, A Boh-Gal/a/, A Bur-Mun, A Mar-Bur,  
F Lon-Eng, F Mid-Wes, A Ber-Pru

ITALY(Hulland): NMR. F Wal, A Pie, A Rom,  
 A Tus all hold, F Tun H/a/

RUSSIA(Hendry): NMR. A Liv, A Sev both Hold

TURKEY(Blank): F Nap S Ita F Tun-Tyn/nso/,  
F Ion S Ita F Tun-Tyn/nso/, F Bla H,  
F Aeg S F Ion, A War-Sil/r/(Mos, OTB)

AUTUMN & WINTER 1920 Orders are due Friday,  
 August 22, 1975 at noon, E.D.S.T.

## Fall 1920 Supply Center Chart:

Austria: Vie, Bud, Gre, Ser, Rum (5) SP  
 England: Lvp, Edi, Nwy, StP, Swe, Bel, Tun,  
 Por, Spa (9) B1

Germany: Hom, Den, Hol, Par, Bre, Mar, Lon,  
War (10) B2 (only 2 centers open)

Italy: Rom, Ven, ~~Waf~~, ~~Tyn~~, Tri (3) R1

Russia: (~~Mos~~?), Sev (2 or 1) SP or R1

Turkey: Hom, Bul, ~~Waf~~, (~~Mos~~?), Nap (5 or 6)  
 SP or B1.

1973Ccz, November 1871

## CANADA GAINS FOUR CENTERS FOR LARGE LEAD:

Errors: Overlooked printing of Canadian F  
 Nwg S A Nwg-Nwy (A/F), and Italy's F His-Sat  
 failed to move.

November Retreats: Germany R F Nwy-Ska, and  
 F Nth-Hel.

Vote on Concs: Both defeated.

November 1871:

CANADA(Monahan): A Ont-Wis, A Ohi-Ken, A  
Tor-Ohi, A Myl-Ric, F Wat S A Myl-Ric,  
 A Phi-Myl, A Nwy-Swe, F Nwg-Nwy, F Edi  
S Fra F Nth/otm/, F Heb-Nwg, F Bis S A  
 Spa-Gas, A Spa-Gas, A Cha-NCa, F Ber-  
 Cha, F Can-Mid

C.S.A.(C.D.): A Lou H/a/

ENGLAND(Greenwell): F Bar-Fin(nc), F Nth-  
Eng/r/(Bel, Yor, OTB), F Mid-Bre, F  
Por S Can A Spa/otm/, F Sat-Can, F Mag  
 S Ita F Gul-Lou

GERMANY(Ricci): A Bur-Mun, F Eng-Bre, A Gas-  
Mar/a/(Par, OTB), A Yor-Lon, F Hel-Nth,  
 A Cou-Pol, A Aus H, F Bot-Kar, F Ska S  
 F Hel-Nth, F Hol S F Hel-Nth, F Den S  
 F Hel-Nth

ITALY(Davis): F Gul-Lou, F Pan-Car, F His-  
Sat, F Tyn-Ion, F Wes-Tyn, A Tyr-Mun,  
 A Ven-Yug, A Mar H, F Lyo S A Mar,  
 F Mor H

U.S.A.(Burden): NMR. A Chi H, A Ken H/r/  
 (Ten, OTB), A Ric H

DECEMBER Retreats & Build/Removals due  
 Friday, August 22, 1975 at noon, E.D.S.T.

## November Supply Center Chart:

Canada: Hcm, Man, PEI, NFL, Gnl, Ice, Ire,  
 Edi, Bos NYo, Phi, Myl, Spa, Ric, Cha, Swe,  
Nwy (19) B4

C.S.A.: Lou, Chi (0) Out of game.

France: Lou, Azo, Lvp, Jac, ~~Kar~~, Por, Mau,  
Fin, (Bel?) (5 or 6) SP or be 1 short  
 (no open home centers to build)

Germany: Hom, ~~Ska~~, Hol, Den, ~~Waf~~, (~~Bel~~?),  
~~Waf~~, Par, Bre, Kar, Lon, Aus (9 or 10)



R 2 or 1, depending on French retreat.  
Italy: Hom, Gre, ~~Aps~~, His, Cub, Mar, Mor,  
 Tun, Lou (10) SP  
U.S.A.: Ken, Chi, ~~Ric~~ (2) R1

Press--

France to Germany: Too bad you weren't more concerned with "alliance integrity" before you started stabbing others. As the old adage goes, "If you can not stand the heat, don't go into the kitchen."

1973CZec, SPRING 1727

SULTAN MAHLER ORDERS MASSACRE OF MILAND?  
 POLAND UNIFIES SCANDANAVIA! IS POLAND A BIT NERVOUS ABOUT OTTOMANS IN CITY OF KIEV????

AUSTRIA(Drews): A Sax H/r/(Kas, OTB), A Tyr H, A Bav S A Tyr H, A Rhi S A Tyr H, A Han S A Sax/r/(Hol, Col, Kas, OTB)  
ENGLAND(Kadlecek): A Chr H/a/, F Hel-Nth, F Lon-Eng, F Iri S F Lon-Eng, F Nat H, F Lap-Arc  
FRANCE(Monahan): A Rhe-Net, A Ndy S A Rhe-Net, A Ara-Bor, A Bri-Ver, A Mil H, F Lyo S A Mil  
OTTOMAN EMPIRE(Mahler): F Con-Aeg, F Ion-Nap, F Cen-Tun, F Nap-NTy, F Sty-Wes, F Sar S F Sty-Wes, F Wes-Gib, F Bis-Mid, A Kie H, A Wall-Bud, A Bud-Mor, A Vie S A Ven-Tyr, A Ven-Tyr, A Pap-Mil  
POLAND(Rocamora): F Got-Chr, A Sto S F Got-Chr, A Var S F Got-Chr, F Bot-Got, F Den-Nth, A Mos-Arc, F Lit-Bal, A War-Min, A Bra-Han, A Pom S A Bra-Han, A Pos-Bra, A Boh-Sax, A Sil S A Boh-Sax, A Kra-Mol  
SPAIN(Swies): F Sev S F Mid-Gib, F Por-Mid, F Gra-Wes, A Ast H

SUMMER & FALL 1727 Orders are due Friday, August 22, 1975 at noon, E.D.S.T.

1974HN, SPRING 1904

WEIRD GAME! AUSTRIAN ARMY IN TYROLIA WATCH MUNICH STAND-OFF AND DOES NOTHING! HEY!

COA: Walter Blank is back at RFD 1, Box 181, Ontario, WI 54651.

Spring 1904:

AUSTRIA(Osmanson): F Aeg C A Gre-Con, A Tyr H, A Alb-Ser, A Gre-Con, A Ser-Gre  
ENGLAND(Fujihara): A Nwy-Fin, F Nth-Nwy, F Bar S F Nth-Nwy, F Ska-Den  
FRANCE(McKeon): F Mid-NAf, F Wes S Mid-NAf,

F Lyo-Tus, F Mar-Lyo, A Spa-Mar, A Mun S Ger A Kie

GERMANY(Kelly): A Ruh S Fra A Mun, A Kie S Fra A Mun, F Bot-Bal, F Swe S Eng A Nwy-Fin

ITALY(Tonnesen): F Tyn-Tus, A Pie S F Tyn-Tus, F Tun-Ion, A Boh-Mun

RUSSIA(Blank): A Ber S Ita A Boh-Mun, A Sil S Ita A Boh-Mun, A Mos-Sev, A StP-Mos, F Sev-Bla, F Liv-Bal, F Bul(ec) S Aus A Gre-Con

TURKEY(Davies): A Smy-Arm, F Con-Ank, F Eas-Smy

FALL 1904 Orders are due Friday, August 22, 1975 at noon, E.D.S.T.

1974HY, AUTUMN & WINTER 1903

WINTER ACTIVITIES STRENGTHENS ALL BUT AUSTRIA

Standby for Austria, see front page.

Autumn 1903: England NMR, GM R F Nwy OTB

Winter 1903:

AUSTRIA(Callahan): NMR. GM called, but not home. GM D A Gal

ENGLAND(Gemignani): NMR. GM D F Yor, is out of game

FRANCE(McLendon): B F Mar

GERMANY(Fanelli): B A Ber

ITALY(Kendter): B A Ven, F Nap

RUSSIA(Gallagher): B A Sev

TURKEY(Cooper, J.): B A Ank

SPRING 1904 orders are due Friday, August 22, 1975 at noon, E.D.S.T.

Winter 1903 Positions:

Austria: A Bud, A Ser (2); England: Out;

France: A Bur, A Pic, A Par, F Lvp, F Eng,

F Lon, F Mar (7); Germany: A Kie, A Mun,

A Edi, F Nth, F Hol, A Bel, A Ber (7); Italy:

A Vie, A Tri, F Adr, A Gre, F Ion, A Ven,

F Nap (7); Russia: F Nwy, A Swe, A Arm,

F Bul(ec), F Bla, F Nwg, A Gal, A Sev (8);

Turkey: F Aeg, F Con, A Ank (3).

1974ND1, SUMMER & FALL 1019

PEACE IS TEMPORARY RESPITE FROM THE ART OF WAR

Error: Forgot to list order for Scot F Dow S Ork A Dal/otm/.

Summer 1019: Connacht retreats A Oma-Spe; Eng R F NSG-CaB.

Fall 1019:

Continued next page.

CONNACHT(Kadlecek): A Spe-Oma

ENGLAND(Osmanson): A Mon H, A Str H, A Che H, F CaB H, F Bri-Dyf, F Brk-Bri, A Sta-Her, A Pow-Car

LEINSTER(C.D.): A Arm, F DrB both hold

MUNSTER(Hyatt): F NGC-SIS, F SGC H/u/, F Cor-StG, F TrB-Mid, F GaB-Tua, A Mea-Ros, A Uri-Tyr, A Bre-Don, F SlB S A Bre-Don, A Wic-Kil, A Wex-Bar, A Dub H

ORKNEY(Sokolitsky): A OMa S A Don, A Don S A OMa/r/(Ern, OTB), F Man H, A Sut H, F Min S A Sut, A Kin-Dal, F Isl C A Kin-Dal

SCOTLAND(Fanelli): F Iri-NIS, F Dow S F Iri-NIS, A Lis H, A Alc H, A Dun H

AUTUMN & WINTER 1019 and SPRING 1020 orders are all due Friday, August 22, 1975 at noon, E.D.S.T.

Fall 1019 Supply Center Chart:

Connacht: ~~0/1~~ (0) R1, out of game.

England: Hom, Der, Bue, Mon, Car, Shr, Pow (9) B1, was 1 short

LEINSTER: ~~0/1~~, Arm (1) R1, GM D F DrB

Munster: Hom, Cor, Lei, Tua, Mea, Ros, Sli, Tar, Kil, Wex, Don, Dub (14) B2

Orkney: Hom, Cai, Dur, ~~0/1~~, Oma, Man (7) SP

Scotland: Hom, Dow, New (5) SP

1975G, SUMMER & FALL 1903

AUSTRIA GETS AN ADVANCE SMIFF OF ITALIAN NOODLES? PARIS FALLS TO THE GERMANS!

Summer 1903: Russia R A Rum-Sev

Fall 1903:

AUSTRIA(Hinmon): A Bul-Con, F Gre-Aeg, A Rum S A Bul/otm/, A Gal-Bud, A Vie-Tri, F Tri-Alb

ENGLAND(Cooper, T.): F Lon-Eng, A Wal-Lvp, F Cly-Nwg

FRANCE(Kirk): A Spa S A Gas-Mar, A Gas-Mar, A Par-Bur/r/(Bre, Gas, OTB), F Eng-Bel, F Iri-Mid

GERMANY(Amer): A Pic-Par, A Bur S A Pic-Par, F Nth S F Den, F Den S F Nth, A Ber H, A Mun-Kie

ITALY(Young): A Ven-Tri, A Pic-Tyr, F Ion-Alb, F Lyo-Tyn

RUSSIA(Sabo): F Arm-Ank, F Bla S F Arm-Ank, F Bal C A Swe-Liv, A Pru-War, A Sev H, A Swe-Liv, F Nwy H

TURKEY(Kendter, Jr.): A Con S F Ank H, F Ank S A Con H/a/, F Aeg H

AUTUMN 1903 and SPRING 1904 Orders are both due Friday, August 22, 1975 at noon, E.D.S.T.

Fall 1903 Supply Center Chart:

Austria: Hom, Ser, Gre, Bul, Rum (7) SP, no open home center

England: Hom (3) SP

France: Bre, Mar, ~~Par~~, Por, Spa, Bel (5) SP

Germany: Hom, Hol, Den, ~~Bel~~, Par (6) SP

Italy: Hom, Tun (4) SP

Russia: Hom, Swe, ~~Rum~~, Nwy, Ank (7) SP

Turkey: Con, Smy, ~~Ank~~ (2) SP, lost 1

Press--

Open Letter to Germany: Italy convinced me of my foolhardiness. Long live the Kaiser, Long live Germany!

Somewhere in Brittany: J. Turkey Kirk woke up to find himself on the banks of the Penfeld, a few kilometres from the Atlantic. He stood up, rubbed his aching head, stretched, looked toward the road running parallel to the river, spotted a sign saying "Brest 3Km" and promptly fell down again.

"Gosh golly!", he thought, "I've gotta get there! I wonder if that's that Swedish colony that I've been hearing about."

He walked out to the road, stuck his thumb out, and was approached by Lord Horatio Kitchener, disguised as a French gendarme. Lord Kitchener was walking his bicycle down the mountain, keeping a sharp eye out for this very person. A small smile crept over his face.

"Where ya headed?"

J. Turkey pointed to the sign and nudged the gendarme in the ribs, and said,

"Heh, heh, get it?"

Lord Kitchener rolled his eyes and told J.T. to get on his rear fender; they would coast into town. J. Turkey asked the gendarme many questions about this very interesting town. Finally Lord Kitchener (who was disguised as the gendarme, you'll remember) managed to get a word in edgewise and asked,

"By the way, sir, why are you wearing nothing but floral printed underdrawers?"

J. T. nudged him in the ribs and said,

"Heh, heh, get it?"

Five minutes later they arrived in town, Lord Kitchener dismounted, grabbed J. Turkey by the scruff of the neck and shouted to the townspeople: "This man is an English spy!"

"Kill him, kill him!"

Lord Kitchener, disguised as a French gendarme, pulled his gun and shot Jive Turkey Kirk in the ribs and said, "Heh, hoh, get it?"

Twelve hours later Lord Kitchener made good his escape to London.

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Polish lizards sure don't get it!

1975T, SPRING 1903

IS AUSTRIAN CANCER CHECKED BY MIRACLE DRUG?

Note: Edi BirSauron is the new Sauron for Italy. In case you don't have "His Important Address", here it is: 35-35 75th St., Apt. 302, Jackson Heights, NY 11372.

Error: In Winter 1902 Positions, Austria has Fleet Greece, not Fleet Ionian.

Spring 1903:

AUSTRIA(Mahler): F Tri-Adr, F Gre S Tur F Eas-Ion, A Sil-War, A Ukr S A Sil-War, A Rum-Gal, A Rom-Nap/r/(Tus, Ven), A Tyr-Pie

ENGLAND(Drews): A StP S Rus A Mos/otm/, F Bar-Nwy, F Nth-Ska, F Edi-Nth, F Lon S F Edi-Nth

FRANCE(Lawson): F Bre-Mid, F Wes-Tyn, A Bel S A Hol, A Hol S Eng F Edi-Nth/imp/, A Bur-Mun, A Mar-Pie

GERMANY(Warden): A Ruh H, A Mun S A Ruh, A Kie S A Ruh, F Den-Nth

ITALY(Birsan): A Apu S F Nap-Rom, F Nap-Rom, F Ion-Adr/r/(Alb, Nap, Tun, OTB)

RUSSIA(Lakofka): A Mos-Ukr, A War,-Gal  
Yes, Len, you can continue! Just don't kill me, okay?

TURKEY(Hulland): A Smy-Con, A Arm-Sev, A Sev-Mos, F Con-Aeg, F Eas-Ion

SUMMER & FALL 1903 Orders are due Friday, August 22, 1975 at noon, E.D.S.T.

Press--

The Return of the King and the Downfall of BirSauron (#17): The departure of Hairy Druid and Grega Wormtongue to go their separate ways, reminds Arn that he has yet to speak with Lord Lenoden of the real reason of coming to the Halls of Rohan. "Lord Lenoden, the evil one whose name we do not speak (BirSauron) has been stirring anew; his evil tide threatens to sweep over all of us! We hope you will join in fighting him."

"Why, Arn, I am the oldest enemy of the evil one; ever is his greatest hatred turned in my direction."

Gene differs, "I do not doubt your dedication in the fight against the evil one. However, I am his first and staunchest foe."

Arn conciliates, "Now gentlemen, what difference does it make, we are all united by our common hatred. In these troubled times, my thoughts often are directed towards a fair land, which holds a portion of the multitude with whom we share this hatred....

Lothlorien, Lothlorien,  
The secret powers you hold within.  
Oh, Caladriel and Walterborn

Can you ride the gathering storm?"  
Gene is moved to express his thoughts that Arn has stirred,

"Lothlorien, Lothlorien,  
Have I committed mortal sin?  
By aiming high will I mar,  
Her people's pride, their Evenstar."

Arn repeats his own fears,  
"Lothlorien, Lothlorien,  
Your boughs are spread against the wind.

But changes come I fear will end,  
Both noble wood and Elvendom."

Boyerski--The Night Stalker:

If Suzan Przybylski had chosen her words more carefully a few days ago she would not have killed her husband and Edi Birsan. She came home with a 'little trinket' that she had found in a small shop on Wells Street. Her husband flew into a rage after she told him that she had paid \$50 for the bejewelled coin. So she cursed him, as she had done many times before. But this time the curse took effect at once! Her husband began to decompose and wither right before her eyes! She sat in a dark corner of the bedroom for hours in a state of catatonia. When Edi Birsan arrived the next morning she absently repeated the curse as a weak explanation for a happening she could not comprehend. Edi met the same fate moments later and made Suzan quite insane.

She took her life two days later and that was why he could retake the Talisman. He could never take it by force and he knew it. Now he had it again and his search for Ehrewon could begin anew.....

John Boyerski had interviewed everyone he could think of in the area around the scene of the first bizzare deaths over the small Newtown restaurant. He returned to the INA offices in the Old Colony Building on Dearborn Street to learn of the finding of two more "mummies" as Captain of Detectives Howard Mahler had called them. "One of the dead women is the wife of one of the stiffes at the restaurant. She seems to have killed herself and soon after she turned into one of those things--those mummies."

"Were there any witnesses?"

"Just one, the other woman's fiance, a Richard Swies. He's taken it all very badly, will probably have to put in a hospital for awhile. He says he saw one of these things running away from the scene! Can you imagine a walking mummy?" -to be continued

1975AF, SPRING 1903

FRENCH TO OVERWHELM ENGLAND WITH ARMADA?????:

Error: Winter 1902 Positions was wrong for Italy who has F Tyn, not F Ion.

Spring 1903:

AUSTRIA(Johnson): A Ser S Rus A Rum-Bul, A Gre S Rus A Rum-Bul, F Alb-Ion, F Tri H

ENGLAND(Carson): F Nwg-Bar, A Nwy-StP, F Ska S F Den-Nth, F Den-Nth/r/(Hel, OTB)

FRANCE(Carlton): A Lon-Yor, F Eng-Nth, F Mid-Iri, F Bre-Mid, A Pic-Bur, A Gas-Spa

GERMANY(Eddy): F Kie-Den, F Bal S F Kie-Den, A Hol-Bel, A Ruh S A Hol-Bel

ITALY(Bettencourt): A Ven-Pie, F Tyn-Lyo, A Apu-Ven, F Eas-Ion

RUSSIA(Goldston): F Arm-Bla, A Sev-Arm, A Rum-Bul, A Vie H, F Swe-Ska, F StP(nc)-Bar, A Liv-StP

TURKEY(Morphy): F Bla-Rum, F Aeg S A Bul, A Con-Ank, A Bul H/r/(Con, OTB)

SUMMER & FALL 1903 orders are due Friday, August 22, 1975 at noon, E.D.S.T.

1975CS, WINTER 1901

EVERYONE IS ACTIVE, ER, MOST ALL:

Error: Turkey's orders had two errors by me: 1. A Bul-Gre failed to move and 2, Tur has A Ank, not F Ank.

Winter 1901:

AUSTRIA(Leppert): B F Tri, A Vie

ENGLAND(Strittmatter): B F Lon

FRANCE(Stephens): B F Mar, F Bre

GERMANY(McDonald): B A Mun, A Ber, F Kie

ITALY(Leahy): B F Nap

RUSSIA(Albano): B A War, A StP

TURKEY(Dalman): B F Smy

SPRING 1902 Orders are due Friday, August 22, 1975 at noon, E.D.S.T.

Winter 1901 Positions:

Austria: A Ser, F Gre, A Tyr, F Tri, A Vie

(5); England: F Nwy, F Eng, A Yor, F Lon (4);

France: A Por, A Spa, F Mid, F Mar, F Bre (5);

Germany: F Den, A Bal, A Hol, A Mun, A Ber,

F Kie (6); Italy: A Ven, A Tun, F Ion, F

Nap (4); Russia: F Swe, A Rum, A Sev, F Bla,

A StP, A War (6); Turkey: A Bul, F Con, A

Ank, F Smy (4).

1974 Handbook is still on sale from me! Cost is only \$2.00 for IDA members, \$3 for others.

## EFFECTIVE INTERACTIONS, CONT.

This suggests the next area of skill exercise in Diplomacy. You, as a player, are only one human variable of seven. As such, your responsibility for what happens in the game is limited. Equally, your control of the game is limited. While accepting these limitations, you must also accept your mistakes and their consequences. I see this as particularly valuable as an attribute of Diplomacy: each player must make decisions on the best information available to him and "live" with the decisions he makes.

The interactional skills used in Diplomacy may or may not make one a top-notch Diplomacy player. (My suspicion is that exercise of these skills will make one a better player than one would have been not using them!) However, these skills are the skills that can and will move an individual toward a position of greater maturity and greater success in interpersonal interaction.

Actually, as a simulation game, Diplomacy has tremendous potential for research. If interest is sufficient, perhaps, I could crank out (Note: the German word for sick is "krank.") a couple of Freudian goodies. How about the following titles: "Psychoanalytic Basis for the Oral Fixations of Diplomacy Players Who Chew on Their Naval Units" to be followed by "Phallic Symbolism of the Lepanto Opening in Diplomacy." ((Hey Doc, I never use the Lepanto, I prefer the head-on (excuse the pun) attack on poor little defenseless Austria. What does that mean for me? Eh, Doc? An excellent article from a different approach! I am thinking that Ron must be a student of pshycology!))

## NEWS &amp; POLL, CONT.

The poor result for the puzzles was a bit disappointing to me.....

There were 19 replies of which 14 were players and 5 were traders. None were subbers! I suppose that was due to the expense of mailing the replies back. But I am thankful for the replies and it should help me in making some decisions.

The next poll will be sometime in the future (it wouldn't do good to have too many polls!) and mainly be on how to continue Impassable.

I wish to print here in this news column a long reply from Robert Correll of Paroxysm.

"I guess the big thing that I like  
(cont. next page)



about the Impassable Openings Column is that it is very regular and up-to-date covering most of the hobby. I criticize your zine reviews because I feel that you might be better not to list some publications which are obviously not up to standard or look to be on the verge of collapse. That's my policy with respect to Paroxysm. Use your own opinion of course, but a number of people that I know who get Impassable criticize your glowing words about some publications which don't deserve the trades. The result is disgruntled subscribers. I state for example your plug of People's City when I started publishing. People's City was not meant for general subscription really just in carrying a local game and news to some friends. I only sent you a sample and agreed to trade because you appeared interested. No problem, I'm sure you mean well and are only trying to help new publishers. However, it has been my experience that most new publishers do not increase quality much over their publishing career.

You must agree that looking back on the first Impassable, it was evident that you were very committed to putting out a Dipzine and intended to put every effort into doing so. Your publication has always been extremely neat and easy to read. You've spent a lot of money making that so. You are committed to putting out an excellent zine. I don't think that commitments change too much. Same for Walt Buchanan, or a host of other publishers, both good and bad.

I really would like to see more news and letters in Impassable. I think the change to a monthly zine would be a good step if you feel that you can handle it. However, if any of these plans include 3rd class mailing, I think it will cost you subscribers and traders. I would not continue to trade under such an arrangement. To Canada, at least, 3rd class mail can take up to 2 months from the states. My DR just arrived less than a week ago. (Issue #3, mailed in NYC around June 20.) ((Letter dated July 25th--Ed.)) I guess we'd have to mutual subscribe under such circumstances.

It appears to me that reader involvement is just about dead. I guess that is because you've got so little room to let the readers get involved. Everyone has this problem. I think the genzine would probably be your best solution given the number of games you are running....."

\* \* \* \*

Robert brought up several good points, but let me take them in order:

1. My zine reviews are not the most accurate since I find it difficult to outright blast a publisher, especially when he could improve. Many new ones start out lower in quality and then improve. When I review a zine, I also give other information including the # of the issue received. This is a clue to the readers on the "established state" of any zine. If there has been 20 or more issues published, it is a fair assumption that it won't collapse soon. Of course, taking a closer look for deteriorating game-mastering and sloppier work takes a bit more work which is why I prefer to simply list openings. Of course, this leaves out a lot of good zines which don't currently have openings. You may have noted the rarity of times I plug Diplomacy World, in my mind the best of the hobby, which is due to lack of openings and the fact it doesn't come out more often and I don't have a recent issue right on hand to plug....

The problem facing Impassable is whether it should continue as is, albeit with the higher gameloads, or to change in some way for the better. This brings me to your second point.

2. Third class mailing is done quite a lot between traders, but mostly on a mutual basis. I have always mailed Impassable whenever I could on a first class basis. However, this is expensive and I lose money with most of my trades in these terms of postal costs and quality of zines. I maintain a large trade circulation (approximately 45 traders) mostly for the news I can pick up as well as for reading for entertainment. A few zines I trade with to help keep them going and hoping they will improve. I have had to drop quite a few of traders, mostly when they ceased to publish, but a few times they dropped from me! Pellucidar, for example, is published by Burt Labelle. In this case, we no longer trade simply because he is withdrawing from the dippy circles for wargaming. Graustark, by John Boardman, said he couldn't afford to trade with me anymore and so we no longer trade either, but I always suspected it was because I chided him for his "infamous" letter which appeared in The Fighters' Home during its peak-days.

So, there has been quite a shuffle in my trading lists. For the most part, I have not been too active in establishing new trades because of the great expense in keeping the ones I now have!

(cont. last page)

## NEWS &amp; POLL, CONT.

Point three: The lessening amount of letters and reader involvement is not due to lack of space! I have plenty of space--as much as anyone else! The problem is that those who write letters are now more involved with other duties and do not write for this zine as they used to. My main contributors have all been lost: Beyerlein--married and Boardman Custodian, Reinsel--Kicked out of main hobby for his practices, Len Lakofka--he writes his own zine now, plus a lot of others kind of "dried-up", I suspect, do to the devouring expanse of Diplomacy World! I am not being critical, but I think a lot of the written material which could have come my way now goes to DW. Lew Pulsipher has been a great help in recent times in filling these pages up and I am indebted to him for that, but there are few and far in between who can write like he can!

Is it possible, therefore, that there wouldn't be enough genzine material left to fill another large circulation genzine such as Impassable could be? I wonder.

Nevertheless, I am not one to stop thinking of ways to improve Impassable. But, the change to a genzine format will take time and a lot of planning.

I have to consider my traders, my players and my subbers! For more immediate changeover, I could change Impassable as early as this Winter, but by splitting it up into a genzine and a gamezine. This is a poor solution for the traders and players and subbers. Should I give both to my subbers? If I do, that would be doubling my costs! Where to break the line with the subbers? Traders--can they get both, or only one? Players, do they get both or one with the games? Obviously, a ill-lot of possibilities can result just from splitting Impassable up--for everyone could be losing or missing something they liked about Impassable in the first place!

IMPASSABLE #54  
117 Garland Drive  
Carlisle, PA 17013  
U.S.A.

Please stand-by for Game \_\_\_\_\_  
Deadline is reset for all games  
on August 29, 1975, Friday!  
That's a week extra!

Scott Marley  
12682 Swidler  
Santa Ana, CA 92705

S-65

A slower but less painful method for the various readers of Impassable, would be to plan for a change in format over a period of two years or so. That is, cut back on the number of games while increasing the genzine contents.

With the results of the recent poll, it would seem most would favor the slower and less painful transistion. Well, I'll have to think very hard on this!

Bob Panelli, one of Impassable's players, won the Dippy tournament in the recent Origins I convention held in Baltimore! Congratulations go to him from me! (And, you other players take note!)

I went to Bill McDonough's home in South New Jersey for a dippy party two weeks ago and had a great time there. This plus the visit to Baltimore the following week for Origins I took up a tremendous lot of time from dippy and as a result I am behind and this issue is being shortened to 10 pages.

The Origins convention was very well handled and was in general a beaut of a meet! All the wargaming publishers were there and a fantastic number of games were offered for sale. The tournaments in Diplomacy alone drew over 100 players!! The big part, however, was the wargaming tourneys and general player-player games for fun. I was able to meet a few from New York of our hobby including: Birsan, Rosenberg, Proujansky, Rocamora, Sacks, others such as Labelle, Davis, Panelli, Johnson (our own Austrian player in Imp), Burden, Smythe, and many, many more! Sorry if I don't have your name here!

Next, I go to Chicago and the next issue may have to be short also if I'm still tired from that orgy! I will hope to have a report on the convention as well as the usual features being left out in this issue!

Peace! And see you at Chicago!



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